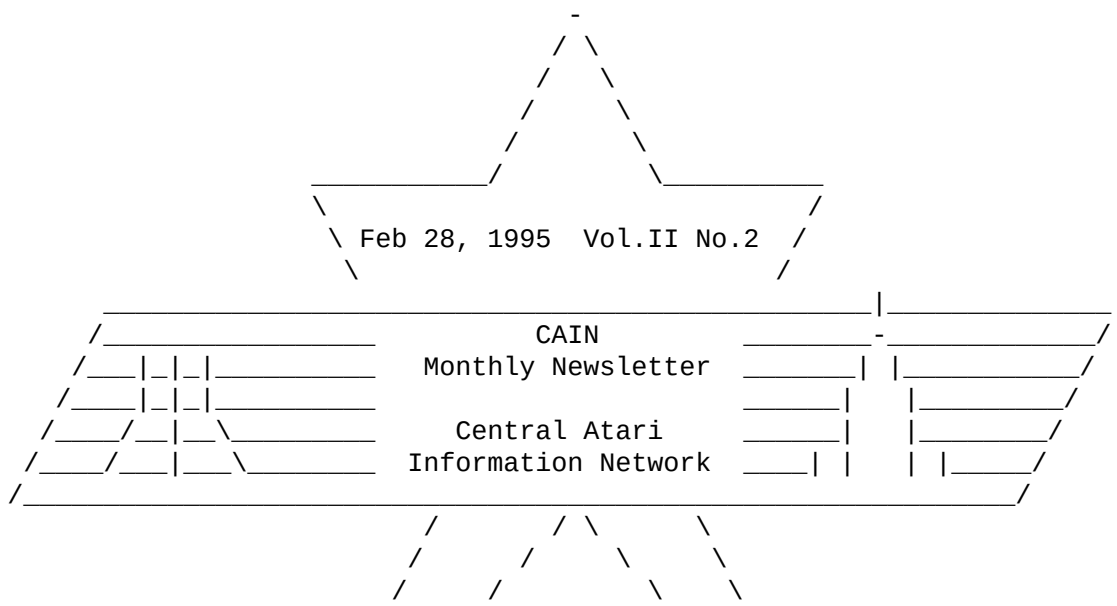

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

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telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

WWW: http://ace.cs.ohiou.edu/personal/mleair/cain.html

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

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>From the Editor
-=-=-=-=-=-=-=-=
Mark Leair

Just when February arrives, it’s gone. It’s funny how much of a difference two or three days make in a month. Although this might have something to do with the mild winter we have had thus far in Ohio. So much for

those weather forecasters whom predicted a long winter! (I’m knocking on wood as I type this).

Anyway, another information-packed issue is at your finger-tips. Do you want new releases? Check out the 16/32-bit section! The Falcon may be an endangered species, but the likes of "16/32 Systems" and other third parties are protecting them! Expect the Falcon to soar once more. Of course there’s Cannon Fodder, the new release for the Jaguar, and "Edtris", a new Tetris clone

for the 2600. Did I say "new" and "2600" in the same sentence? You bet I did.

These and other great Atari-related announcements are found in this issue!
Enjoy!

-Mark Leair
Publisher/Editor

>From the SIG Manager
-=-=-=-=-=-=-=-=-=-=-
Len Stys

It has been one year since we have released our first issue of CAIN Newsletter and we are still here. The Atari Community is great because there is always strong support for Atari products. Let's hope that Atari can make the Jaguar so successful that we continue to have new Atari systems to support.

The Cleveland Free-Net Atari SIG is still a great place for Atari information. The Atari SIGOps work hard to make sure that all users are supported. And the system is completely free to use!

If you haven't visited the Atari SIG in awhile, it is time that you do so. Post a message and get an interesting conversation going. Check out the resources and see if you can contribute to it. It can be an even more amazing resource if you can give some of your time.

Thank you and see you on Free-Net! By the way, MKIII seems to be coming out for the Jaguar. Atari and Electronic Arts are rumored to be in negotiations. Does the Jaguar Letter Writing Campaign work when Jaguar owners write letters? It seems as if it has helped...

-Len Stys
SIG Manager

Atari News
-=-=-=-=-

CONTACT: Ron Beltramo
Atari Corporation
408/745-8852

For Immediate Release

SIX OUTSTANDING NEW THIRD PARTY JAGUAR TITLES
TO HIT STORE SHELVES!

SUNNYVALE, CA (February 7, 1995) -- Over the next 45 days, the first major wave of third party software for the 64-bit Atari Jaguar will be launched, marking another important step in the expansion of the Jaguar library of software. Sam Tramiel, President of Atari Corporation, stated, "We are very excited to see our third party partners coming to market with these new titles for the Jaguar platform. This is only the beginning of many great games that will be coming in the next wave of releases from our third party partners."

"Cannon Fodder", expected in stores by February 24th, leads the pack of six exciting new third-party titles to be shipped within the first quarter. For the sports enthusiasts, Telegames introduces "International Sensible Soccer" as an interactive game version of the fastest growing commercial sport in the United States. Just following one of the most exciting football seasons, Williams Entertainment introduces the Jaguar version of "Troy Aikman Football". Electronic Gaming Monthly says of "Troy Aikman Football", "...the Jaguar version is the best yet." Saturday morning cartoon fans will recognize the fighting lineup in eye-popping animated action with "Double Dragon V" by Williams Entertainment. For those who prefer strategic challenges with intense graphics and hypnotic animated sequences, Ocean of America delivers two great titles, "Syndicate" and "Theme Park". In "Syndicate", you are an executive in charge of a team of mind-altered Cyborgs and "Theme Park" enables you to engineer the ultimate amusement park.

"These new titles give the consumer a new wider range of selection on the Atari Jaguar Multimedia platform," said Mr. Tramiel. "The Jaguar now has an excellent introduction of sports, strategy and general interest software provided by some of the most respected publishers in the industry with much more to come throughout 1995."

Here is a closer look at these great new titles:

"Cannon Fodder": War has never been so much fun. The first of a new caliber of games published by Computer West, "Cannon Fodder" is a product brought to us from the innovative people at Virgin. Command your company through enemy territories and hostile environments; jungles, swamps and frozen wastelands. Highlights of this whimsical and entertaining approach to war are: Over 300 conscripts with different skills, 72 phases of action, 24 different missions, an animated introduction, an ambient soundtrack complete with the howling of icy winds and a projected minimum of 50 hours to complete the game by most gamers.

"...probably the most addicting game since Lemmings.", Electronic Gaming Monthly.

"Troy Aikman Football": Troy Aikman’s rendition of football on the 64-bit Jaguar may be the most intense pigskin action you have ever played. Brought to the high-end gaming world from the ground-breaking minds at Williams Entertainment, "Troy Aikman Football" breaks new barriers in sports entertainment. Up-to-date with 1995 rules and regulations, players choose among all 28 NFL teams, three season modes, multiple difficulty levels, 54 offensive and 27 defensive configurations, six field options, variable quarter lengths, and more... and that’s all before the excitement really begins! For 1 or 2 players.

"...the Jaguar version (of ’Troy Aikman Football’) is the best yet.", Electronic Gaming Monthly.

"Syndicate": There’s a new kind of brutal reality amidst the sinister underworld and only Ocean can take you there with 64-bit intensity of the Atari Jaguar. Players assume the role of an ambitious executive in the Syndicate. Your mission is to lead a team of mind-altered Cyborg mercenaries to infiltrate opposing Syndicate territories. Your specific objective is to gain as much control of the world as possible, street by street, city by city, country by country, bit by bit.

"...ultra-cool ...better than the Genesis...", Game Players Magazine.

"Theme Park": You’ve been there just to visit, but now you will build one from the ground up. Ocean gives you access to a virtual world where you can design, build and operate your own amusement park. You choose the land, hire staff, build the rides, manage the novelty shops, and become solely responsible if anything ever goes tragically wrong.

"...anyone who enjoys designing things is gonna love this game.", Game Players Magazine.

"Double Dragon V": Williams Entertainment has created an exciting new fighting game based on the Saturday morning Amazin’ Adventures Series cartoon hit, Double Dragon. The Shadow Master is ready for battle. After reading the character dossiers, players customize game play and attributes to create fighting machines never before seen on any gaming platform. For 1 or 2 players, there are multiple levels of game play, 10 different battle locations, 12 unique characters, and over a dozen different musical scores.

"Smooth-as-silk graphics; kid’s will love controlling their favorite cartoon characters on the Jaguar.",
Atari Explorer Online.

"International Sensible Soccer": Telegames has captured World Soccer excitement in the most addictive soccer simulation ever. It is complete with international roster profiles and fully editable teams. Select between "Friendly", "Cup" or "League" simulations in 1 or 2 player head to head competitions; all with 8 channel/16-bit sound to put you right on the playing field. This game delivers a fast 60 frames per second for smooth scrolling and crisp animation. This is a "must" game for 64-bit sports game enthusiasts.

"For some of the most intense soccer action on the Jaguar, try Telegames’ Sensible Soccer...one of the many exciting games for the Jaguar system.", EGM2.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world’s first and only 64-bit system, and the only video game system

manufactured in the United States, Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

###

Jaguar is a trademark of Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

CATnips News From Don Thomas

CATnips... Jaguar tidbits from Don Thomas...
==========
CATscan is being enhanced...

CATscan is an Atari Jaguar-dedicated Bulletin Board Service right in my home...

a service which provides Jaguar enthusiasts with access to all of Atari's press

releases, downloads of screen images & online publications, the latest promotions, game descriptions, dealer referrals and more.

In the past few months, CATscan has signed over 250 faithful Jaguar gamers... many of whom are online industry personalities such as Travis Guy from Atari Explorer Online, Dana Jacobson of STReport Magazine, Len Stys of Cleveland Freenet, Steve Kipker of Steve's Software, Eva Crouse of Compuware and many others. Many members are from Canada and various parts of Europe.

CATscan has become a popular way for gamers to obtain the latest issue of STReport and AEO Magazine. Downloads such as this may not be available on services like Prodigy and CATscan helps bring some newsworthy issues directly into the offices of Atari Corporation. CATscan members have been recruited for Focus Groups and to become writers. Others have simply been content to have a burning question answered or a topic addressed. One CATscan member has since been employed by Atari as a game tester.

Although CATscan activity is censored so that Jaguar fans cut through anything other than pure support, it is not an official Atari Corporation forum. Members

have the opportunity to share their personal opinions and upload their own files. Membership is open to anyone with a computer and a modem and registered access is automatic provided a few basic questions are answered when signing on.

To accommodate a growing need for more elbow room, CATscan is being upgraded. First, two new large capacity hard drives are being added for over 1,000% more upload and download space. This means users can depend on CATscan as an archive

of information.

Secondly, I am expecting to implement a major software upgrade that will ultimately allow access up to 14.4 baud. Currently users are limited to 2400 baud due to software restrictions. This latter enhancement will be put into place in stages and I have hopes to be compatible with 9600 baud modems within a few days.

In the meantime, CATscan is your opportunity to spread news about your business,

local shows, comments, suggestions, etc. If you have material appropriate for a

Jaguar/Lynx support arena, send them to me and I will be delighted to post them.

CATscan is accessible by dialing 209/239-1552 24 hours. Over the next few days,
you may experience some down time as upgrades are implemented.

You may also send things to me via the Internet... 75300.1267@compuserve.com OR

atari@genie.geis.com.

I will look forward to hearing from you.

-- Don Thomas

CATnips.... Jaguar Notes from Don Thomas

Here’s welcome news....

I spoke this afternoon with a dealer who had Cannon Fodder in stock. He just got them in and, although he was already beginning to sell them, he assured me that he could get more fast. To verify this great news, I called another dealer known to get software fast for their customers and he assured me he was filling orders for his customers tomorrow (Friday).

What’s a Cannon Fodder?... here’s the excerpt from a recent press release...

"Cannon Fodder: War has never been so much fun. The first of a new caliber of games published by Computer West, Cannon Fodder is a product brought to us from the innovative people at Virgin. Command your company through enemy territories and hostile environments; jungles, swamps and frozen wastelands. Highlights of this whimsical and entertaining approach to war are: Over 300 conscripts with different skills, 72 phases of action, 24 different missions, an animated introduction, an ambient soundtrack complete with the howling of icy winds and a projected minimum of 50 hours to complete the game by most gamers."

"...probably the most addicting game since ’Lemmings’.", Electronic Gaming Monthly.

Check your stores as early as tomorrow for Cannon Fodder and tell them Atari sent you! If you want the convenience of having it sent to you, call B&C Computervisions by dialing: 408/986-9960. B&C is located in Santa Clara, California and welcomes credit cards by phone.

Another great dealer is Steve’s Software and they can serve your online orders for all Jaguar and Lynx products. They take preorders too. Their toll free voice ORDER ONLY number is: 1-800-487-7753. Their toll free fax ORDER ONLY number is: 1-800-800-FAXS. Online orders may be placed to E_Mail via the internet or directly to the appropriate services:

S.KIPKER@genie.geis.com 72030.140@compuserve.com
ATARISALES@delphi.com STEVESPC@aol.com

Cannon Fodder kicks off a 1995 assortment of third-party games. Also look for Troy Aikman Football, Ultra Vortex, International Sensible Soccer, Theme Park, Syndicate and Double Dragon V coming soon to your favorite Jaguar retailer.

If you are a retailer and carry Cannon Fodder in your stores, let me know and I'll pass the word. It's a fun game and I expect gamers will find it absorbing a lot of their time.

--Don Thomas
Atari Corporation

New Jaguar Deal

Watch your retailer and popular gaming magazines for a hot new Jaguar promotion...

Qualified purchases of a complete Jaguar system made between January 31, 1995 and before May 3, 1995 qualify for not one, but TWO great FREE bonuses by mail.

First, gamers may pick either Wolfenstein 3D or Tempest 2000 as a free cartridge. Secondly, gamers will also receive a free joypad controller for two-player games.

This offer requires a legible and valid dated sales receipt of a complete Jaguar
game system, the UPC symbol from the outside of the Jaguar box and the claim coupon. The in-store coupons and counter displays are on their way now if not already in stores. Complete details are available on the in-store coupons.

If you've been holding out on a Jaguar! Hold out no longer. Get a great deal, PLUS be ready for the exciting release of the CD-ROM soon!

-- Don Thomas
Atari Corporation

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| In order to post messages, send e-mail, vote, chat online, and sign a user directory, you need a Free-Net account. Apply for a Free-Net account by entering "1" at the second menu instead of "2".

All new registered users receive "free" accounts which will not require payment for the usage of the system.

The Cleveland Free-Net has an Atari SIG comparable to other systems. The Atari SIG carries _ALL_ Z*Magazine issues. Z*Net & ST Report from 1989. All Atari Explorer Online issues. The latest and greatest Atari news. "Support Areas" for all Atari users. Multi-User Chat, Voting Booth, Wanted & For Sale, User Directories, and even direct access to Atari related Usenet newsgroups.

No charge for registration or usage of this system! Register today!

=-=-=-

From: F Tooned <ftooned@delphi.com>
Subject: FTe plans to debut MIO II at Toronto Show
Date: Tue, 7 Feb 95 02:27:57 -0500

Hi everyone,

I've locked the MIO II into it's final design stage, and figured
that I couldn't pass up introducing it on April Fools Day!!

There were 12 advance orders, (6 in Canada) (1 in the UK) (and 5 in the US),
and although I plan on delivering the Canadian units in person, I will
get the other 6 in the mail as soon as they are finished. (mid-March)

I will also be attending the Sacramento show towards the end of April
if there are any 8-Bitters that might be thinking about going to
either show...

Thanks to everyone for their support and patience, as I couldn't have
done this without you.

Mike

From: d.paterson2@genie.geis.com
Subject: The Atari 8-bit Omnibus
Date: 16 Feb 1995 01:29:13 -0600

The Atari 8-bit Omnibus is still available, now with a money back guarantee.
 This ad-stravaganza filled with products for the Classic Atari costs only
 $5 per copy. That includes worldwide shipping.

The Guarantee:
 ==============
        If you don't like it/find it boring/think it's not worth $5/etc.,
        just send me a letter with your name and address, saying what you
        don't like. KEEP the magazine! I'll write back, apologizing and
        including a cheque for your $5. Good enough?

Current Notes called it "...a nice piece of work...a neat idea..."

Comments on comp.sys.atari.8bit have included "Check it out!" and "Shell out
 five bucks and get a copy of the Omnibus." Who am I to disagree?

So c'mon and try it!

The Atari 8-bit Omnibus
 PO Box 342
 Cote-St-Luc, QU H4V 2Y5
 Canada

[Canadians can pay in Canadian funds. All others please pay in US $]
 [If paying by cheque or money order, make it payable to David A. Paterson]
 User group special pricing: $4 per copy, minimum order 5 (five) copies.

From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE)
Subject: Atari 8-bit Support From Richard Gore
Date: 17 Feb 1995 11:06:43 -0600

                ATARI 8-BIT SUPPORT FROM RICHARD GORE

ARENA XL/XE 64K Disk only PRICE: #5 ($10)

The full 50 level version of the excellent puzzle game that was a demo bonus on Page 6's issue 66 disk. You must guide a set number of balls to the exit by strategically positioning pieces of wall. Good graphics and very addictive.

BUBBLE ZONE XL/XE 64K Disk only PRICE: #5 ($10)

A fast blast em set on a grid being invaded by expanding bubbles. Collect the tokens and see how far you can advance. Original gameplay and top notch grpahics make this a game of high quality.

JAWBREAKER 16K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)

Classic maze game based on Pac-Man, munch the sweets but don't forget that important dental hygiene! Two different mazes are supplied which were originally sold as separate games for nearly $30 each on release. Double the value and a bargain price as well.

MOUSEKATTACK 48K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)

Another classic maze game, but this one involves you plumbing the levels of Rat Alley. Addictive arcade action with a simultaneous two player option.

MAZE GAMES OFFER: Buy both Jawbreaker and Mousekattack in one pack
^^^^^^^^^^^^^^^^ for the bargain price of #6.95 ($14)!!!!

GTRACKER XL/XE 64K Disk only PRICE: #6.50 ($14)

A new sequencer program for Replay (or Parrot) compatible digitised sound samples. You can construct your own digi-tunes using your own samples. Supplied with several sample tunes, a player program, 6 page manual and a free PD demo disk showing just what can be achieved. Now also supports stereo editing of mono samples, ie you can play your mono sample on either the left or right channel or even on both channels simultaneously and switch between channels at will. Playback via the separate Player program (supplied) is as you designated when you edited your 'digi-tune'. Of course you need a suitable upgraded stereo (Gumby compatible) machine to take advantage of the stereo features. Compatible with mono machines, all the sounds will come from just the one speaker.
We will also be releasing extra tune data disks in the future as well as new utilities and a XE version using the extra banked memory. Updates, where desired, will be available on receipt of your master disk and for the price of return postage and packing.

SUPER PRINT LAB XE XL/XE 128K Disk only PRICE: #6.95 ($15)

A new monochrome design and print program developed for 128k (130XE type memory) users. Features include the usual arrary of drawing tools as well as programs to create icons, split a screen, mix 2 screens and a mini database for creating labels. Printer support is included for Atari 1029, Epson compatibles and the Atari 1020 in upto 4 colours!! Yorky compatible.

YORKY 256K MEMORY UPGRADE

A 256k memory upgrade that simply plugs into the PBI port of your 800XL (or internal 64k 600XL). NO soldering is required. Supplied ready to plug in and use with all the necessary RAM chips, the manual

and a disk of support software.
 VERY FEW UNITS LEFT. THIS COULD BE YOUR LAST CHANCE TO OBTAIN ONE.

PRICE: #50 +p&p (UK #2, EC #3.50, WORLD #5) or $90 complete.

I also have limited stocks of the following commercial software items.
The software items below are brand new, in their original packaging,
with English manual(s) and most are still shrink wrapped. You are
advised to check availability before ordering.

Halley Patrol	(disk)	#4.00	($9)	
Summer Games	(disk)	#5.25	($11)	
Cyborg Warrior	(disk)	#5.25	($11)	
Dropzone	(disk)	#5.25	($11)	
Solar Star	(disk)	#5.25	($11)	also known as Sun Star!
Gato	(rom)	#6.95	($15)	
Desert Falcon	(rom)	#6.95	($15)	

All software prices include postage and packing to UK addresses,
overseas please add #2 per order. Prices in US$ include shipping but
payment must be made in US$ cash (notes only please - no coins).
UK pounds are accepted in cash, cheque (made payable to Richard Gore),
IMO or postal order. Contact address:-

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND

Telephone: (01302) 784642   after 7pm (GMT) weekdays
                            any reasonable time at the weekends

E-mail: chmrig@leeds.ac.uk

Coming soon..... Golf Tour 95 and more. Updates will be posted to the
                 Digest once or twice a month.

8-Bit Feature Article

RVerter Type Interface (Instructions)

Kenneth L Siders

How to build a serial interface (up to 19200 baud).

The following is the description of how to build an RVerter compat
interface. I have never actually seen one so I derived most
of this from tracing the connections inside an SX212 modem to
determine what pins on the SIO interface corresponds to which
on the RS232 connection(except the data lines which are obvious).
This interface should work with any RVERTER(or BOBVERTER)handler.
It may work with SX212 handlers or software but may not support
all of the baud rates. Handlers are available alone and with
some terminal programs like Bobterm.
I am not sure if all handlers support 19200 baud, but I have
used my interface connected via a null modem cable to an IBM to
transfer files at 19200 baud and have had no problems. I tried
38400 baud (by patching the handler) and too many errors were
generated. I also connected by SX212 to the interface instead

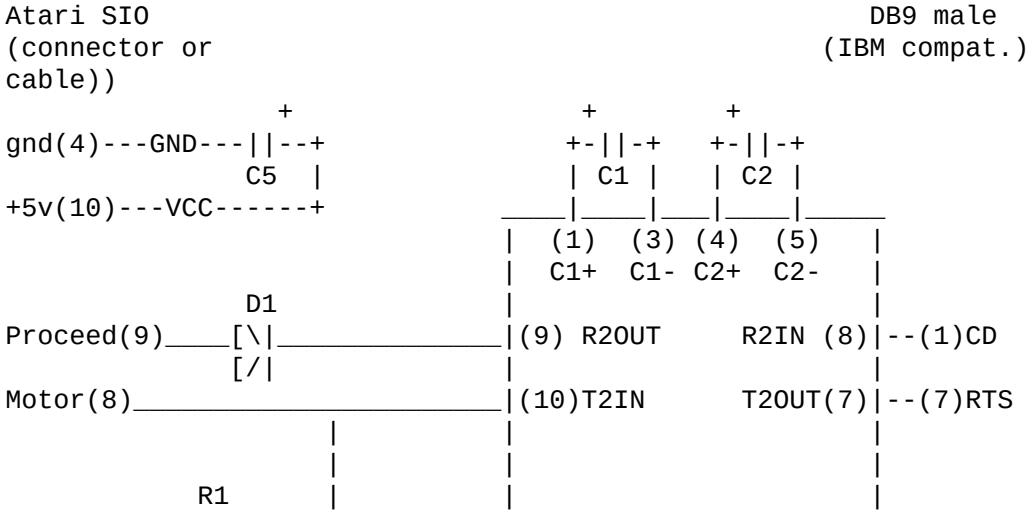
of the SIO connection and had no problems. I actually built this by lightly super gluing the two ICS into a large DB9 hood and soldered the connections. I don't recommend this approach unless you are totally nuts. I would NEVER try that again even though it did work (after fixing a couple mistakes). I planned on eventually filling it with EPOXY but I didn't and pray nothing ever comes loose. The cable I build has an SIO cable (from my fried XM301 modem, and the interface build in the other end with a DB9 male connector. I was able to use a ready made IBM cable to connect to the modem. I also build a null modem cable and gender changer. This interface is unable to communicate at the same time as other I/O is occurring. This is typical unless you have an interface that connects to the XL/XE parallel bus. Note: CTS is not supported so you cannot use RTS/CTS handshaking. Only XON/XOFF could be used. When transfering files between computers, if you use a protocol this will not cause a problem. No reponsibility is assumed for any damages resulting from the building or using of this interface.

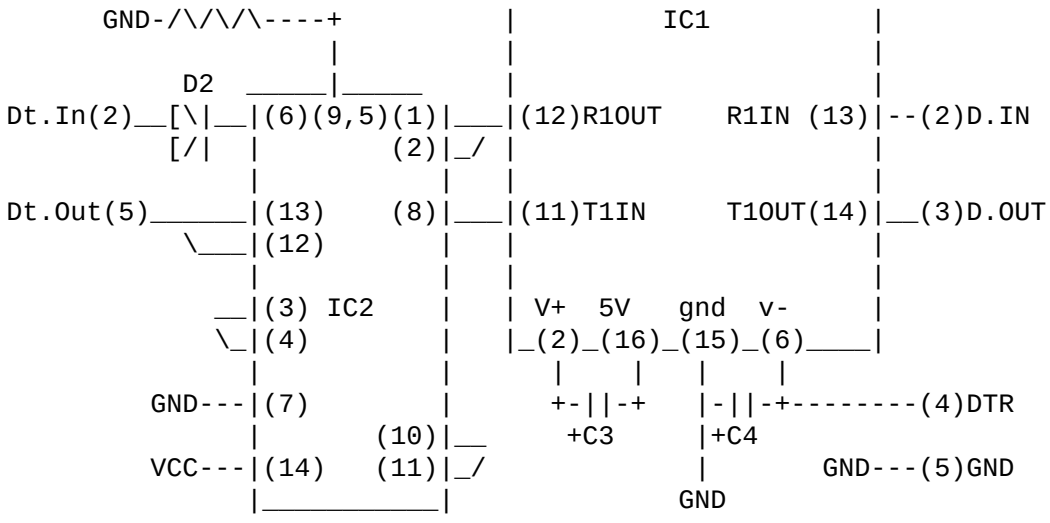
Parts:

IC1	MAX232/ICL232 RS232 Level Converter with onboard +10V/-10V voltage generator.
IC2	74LS00 Quad NAND Gate. Used to disconnect Data Lines when DTR is not asserted.
R1	1K resistor 1/4W
R2	4K resistor 1/4W (3K to 7K should be OK)
C1,C2	4.7uF capacitor
C3,C4,C5	10uF capacitor
D1,D2,D3	IN4148 or IN914A or similiar diodes
ZD1	IN4733 5.1V Zener Diode or IN4734 5.6V Zener Diode

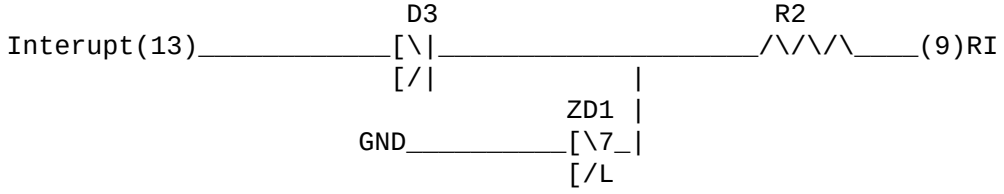
I don't have a data sheet for MAX232 and are giving the values for the capacitors from another circuit. I used 33uF caps for all of them (I have a lot of them I got cheap) and have had no problems. Place them as close to IC1 as possible. They should probably be 12 to 16 volt types or better especially C3 and C4 which see around 10 volts, where the other three only see 5V.

ASCII Circuit Diagram





Optional (Only needed to be able to detect ring signal from Modem): This is not tested, Hopefully it does not need to be inverted. You could probably use a 1489 if you know how.



Be sure to note polarity of capacitors. Note: The positive lead of C4 does go to ground since the other leg will be a negative voltage. + and / \ are use to show connections and bring connections together on the diagram. Sorry not to break the ICs down into parts but that would have made the diagram worse.

Pins for RS232 are for a 9 pin connector. With this connector you can connect a standard 9 to 25 pin cable to this connector to use a modem, or a null modem cable to transfer files. You can substitute a 25 pin connector using table below. If you plan on only using it for file transfers you can wire in the null modem cable before the jack. Note: The 9 pin connections are not the same as the 850 interface but are the same as used sometimes on IBM type computers. Change the gender of the plug as desired.

9 Pin	25 Pin
1	8
2	3
3	2
4	20
5	7
6	6
7	4
8	5
9	22

RS232 Definitions:

CD=Carrier Detect (inp) DTR=Data Terminal Ready (out)
D.IN=Data In(inp) D.OUT=Data Out (out)
DSR=Data Set Ready (inp) CTS=Clear to Send(inp)
RI=Ring Indicator (inp)

Null Modem connections

This is for 9 pin connectors, if a 25 pin connector is used
use chart earlier to convert.
Connect pin 5 straight through.
cross in one end of the cable 2 with 3 and 7 with 8.
connect 1,4, and 6 in each end of the cable.

If you are only using the interface for computer to computer transfers, you can build this into the interface if you are careful. Connect what would go to pin 3 to pin 2. Connect what would go to pin 3 to pin 2. Connect what would go to pin 8 to pin 7. Connect 1,4,6 together on the connector. Connect what would go to pins 1 and 4 together. Connect pin 5 normally.

Parts Sources

Resistors, capacitors, diodes should be available from Radio Shack (not sure about the zener diode if you need it). The DB9/DB25 connectors and hoods should also be available there. Atari SIO cables are available from one of the Atari Dealers - just remove one end. You may also want to pick up a prototyping board at Radio shack to build it on.

I got the MAX232 for $1.65 and 74LS00 for 22 cents at BG Micro. (US$ only,$10 minimum order on credit cards) $3.25 minimum shipping ($7.50 Canada, $15 others, no shipping to Mexico or Puerto Rico). You could also get IN4148 diodes at 100/2.50. Other items that you could get to pad an order if you need them:
14 pin socket 13/1.00 (only need 1),16 pin sockes 13/1.00 (only need 1), 6821 PIA $2.00 (same as 6520?), 6810 (used in 1050) $1.25, 2793 (Controller used in 1050) $7.50, 4164-150ns RAMS at $0.49 or 9/3.50, 41256-150ns RAMs at $1.25 or 9/9.95 (256Kx1), 62256 32x8 SRAM $5.00 (can this upgrade the Black Box as described in the last issue of the original A.C.?) Orders 1-800-276-2206, Tech suport 214-271-9834, Fax 214-271-2462. P.O. Box 280298 Dallas, TX 75228. This along with a couple other places was listed in one of the original A.C. issues.

Last Update 1/95

Send corrections and typos to cp576@cleveland.freenet.edu

\/\/\/

Thomas Main

16/32-bit News Briefs

Compiled: Fred Horvat

16/32 Systems Software News

Just when you thought that quality Falcon games were no longer released or were scrapped in favor of the Jaguar versions, fear not. "16/32 Systems" has secured the rights to twelve Falcon games. The list of games includes: Steel Talons, Llamazap, Evolution Dino Dudes, Pinball Dreams, and others. Llamazap and Pinball Dreams are available now.

Llamazap was written by Jaguar Tempest 2000 fame Jeff Minter. The game features 25 levels, requires 4Meg of RAM, a Jaguar controller, and costs around $35.00 retail. If you don't have a Jaguar controller, a package deal is available that bundles the controller with the game.

Pong 2000 Announced

Press release:

At the Atari Show in Schiedam 18-2-1995 we will present and release the final version of PONG 2000, the commercial Falcon only game. It will feature 101 levels in 6 sectors in True Colour graphics with CD-quality sound. You can play PONG 2000, PONG DUEL and PONG Classic. Shortly after we will release a final demo version for PD libraries etc. We also have then a review version for magazines ready. Interested dealers and retailers can get their address in our ordering textfile. Just get in touch with us.

Joost van der Leij.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

Atari ST FTP Site Update

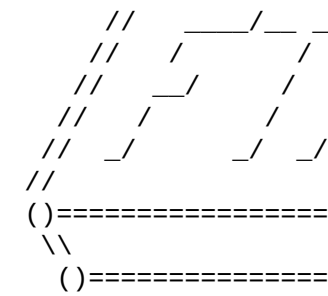
Mark S. Smith

Last edit: 23-February-1995
Additions/changes since last list: 1

- closer.brisnet.org.au (new site)

- -

()==========()



(log in with "anonymous" as name, and full name/e-mail address as password)
 FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
  email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)........./pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)........./pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
  email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/

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ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
  email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
  email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
  email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
                                                          platforms/atari/
  email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
  email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
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micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/
  email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
------------
ftp.isbiel.ch.....(147.87.2.27)............/atari/
ezinfo.ethz.ch....(129.132.2.72).........../st/

AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
-------------------  or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
 (128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
                /afs/umich.edu/group/itd/archive/atari
                                                - (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
                                                - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
 PS!!! 155.198.1.40 is more reliable!!!         - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
 PS!!! 155.198.1.40 is more reliable!!!         - (uni-paderborn, GERMANY)


- to find the numbered address of the FTP site, use the following command,
  while inside FTP:  ftp> !host FTP-address [CR]  i.e. "!host cs.bu.edu"
```

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter

1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
   OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set 'binary' transfer mode)
8) hash [CR]. (shows 'hash' signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
    i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
    to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
    site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
  which the programs were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
  uncompressing .Z and/or .uu.
  Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
    i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
    xlinksys etc...) (ALL files with "sys" in their names)
    i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
    xlba.lzh etc...) (ALL files ending with ".lzh")
    i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
  another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
                           i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -

Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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Atari Classic Gaming Corner

Fred Horvat

The worlds most popular video game system, the Atari 2600 that came out in 1977 refuses to go away. New games are still coming out for this system; almost 20 years after it came out! Edtris 2600 is finally available. This is the first and only version of the hit game Tetris available for the Atari 2600. This is Ed Federmeyer's second 2600 game in 6 months, the first being SoundX. Edtris 2600 sells for $16.00 which includes shipping. Canadian orders are $17.00 and foreign orders are $19.00. All funds are in US dollars. Randy Crihfield will again handle manufacturing and distribution of the game. To order your copy of Edtris 2600 or SoundX for ($16, $17, or $19) US funds each send check or money order to :

Randy Chrihfield
5480 Sacramento Place
Colorado Springs, CO 80917

Randy's Internet ID : randy@rmtc.central.sun.com

Lynx Support Area

Barry Cantin

Bubble Trouble Tips

Barry Cantin aa852@cleveland.freenet.edu

Bubble Trouble is a one-player arcade game in which you are "Travis", a research scientist who has a work-related accident and winds up in a "world built of bubbles". The game has five levels, or "worlds", that you must complete. To complete a level, you must find all the deposits located there.

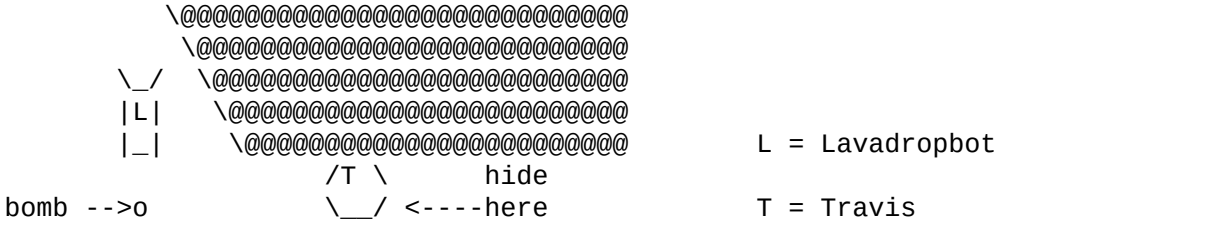
There are no end-bosses as with many games of this type, the only stipulation is that you grab all the deposits, nothing more.

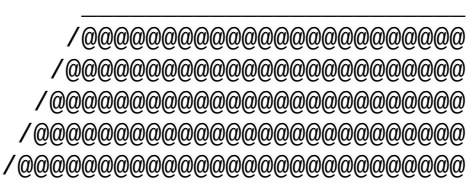
Each level can be freely explored inside your bubble, and the game is very reminiscent of "Todd's Adventures in Slime World". The game itself is dark, and a little hard to see, but the graphics are really well-done. Travis can move up, down, left, right, or (with a little practice) diagonally, through the caves and corridors of Bubble World.

Okay, enough of the review part (I really liked it, btw -- I give it a B+). Here are a few tips I've accumulated, that really helped me to advance myself in the game.

(*) There's no time limit, so TAKE YOUR TIME. If you rush into new areas, you're probably going to collide with something only too happy to drain your energy away. Be cautious, enter new areas very slowly, and USE THE FIRE BUTTON CONSTANTLY!

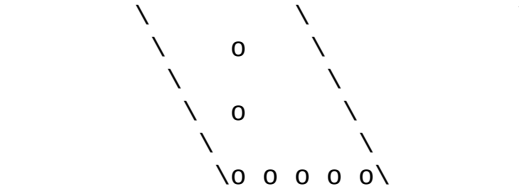
(*) Learn to recognize the sound each monster makes, and associate it with the movement "patterns" and attacks of that monster. You can always hear a nearby monster, even if it's offscreen. So -- go slowly, listen carefully, and fire away in your direction of movement if you hear something. You might even kill it *while* it's offscreen! Example: the Lavadropbots. These guys dump little globs of lava on you from above. They emit a very obnoxious "BZZZZZZZAAAP" (sounds like an electric shock). The lava globs they drop cannot be destroyed by shots, so when you hear that BZZZZZZZAAAP, move to a position (if possible) where they cannot surprise you from above:



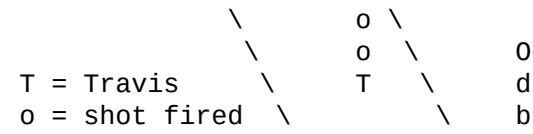


You'll be safe and can (patiently) take him out with a few shots to the left, when he eventually moves into range.

(*) In diagonal corridors, shoot at one of the walls and let your shots bounce down along the corridor. You'll have to do this if you want to get far initially, since you start in a cavern with four diagonal corridors leading out. For example, you're moving to the upper left in the corridor below. Shoot up or to the left, and watch your shots bounce, zig-zagged, their way up the corridor. If there's a baddie up there, it's history.



You will have to keep moving down the corridor, but keep shooting. When you see (or hear) a monster, stop moving and keep firing until you hear the high-pitched "tweet" indicating that you've killed it.



Occasionally the shots will reflect directly back at you; just move a little bit and this problem goes away.

(*) Don't grab more powerups than you need. For example, the Energy powerup (circle with an up-arrow inside) will replace 1/3 of your total energy. So if you go into a room with three energy powerups and you're at 2/3 total energy, you only need one to get back up to full strength. Save the others for later, if needed.

(*) In order to find all the deposits on a level, you'll ahve to determine a way to visit as many rooms as you can. Here's the method I use, which is perfect as long as you don't have any "circular corridors" -- looping hallways which will keep you going in circles.

When I enter a room or a fork in the corridors, I'll always pick the leftmost one and traverse it. I always pick the left; eventually it will dead-end (if no circular corridors are present) and you'll come back and take the next left. Try it. I've found this to be infinitely more useful than trying to use the scanner, because in many cases the scanner is deceptive -- a nearby deposit may require a very roundabout path to reach it. The scanner doesn't show paths. The scanner IS, however, useful for determining relative locations of the deposits, but using it alone won't get those deposits for you easily.

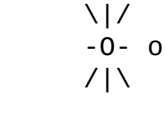
(*) Don't "run" through the corridors and caverns. It's that simple. You'll probably run into something you wish you hadn't.

(*) In large rooms, stay near the side (preferably the "leftmost") because it's very easy to miss any exits if you go to and stay in the middle. There's also the probability that more monsters are lurking there (especially "Binary Bubbles").

Note -- the monsters do not "regenerate" themselves once they'rve been killed. If you lose a man, the monsters are that you killed are *still* gone. They're not coming back until the next game is started... (monsters are not randomly positioned, btw, so it's possible to know a monster's location before you get there, if you've played it before).

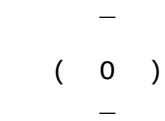
Level 1 Monsters (Level 1 has 4 deposits, and about 11,600 points total can be obtained here...)

Rockers (100 pts)



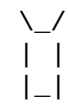
Stationary, but don't get too close underneath. Every 2-1/2 rocking cycles they jolt down and you could get nailed. Very easy to kill.

Pulsers (200 pts)



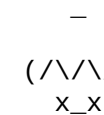
These guys move around, and will home in on you. Blast 'em fast! (Usually in diagonals) (Diagram is supposed to be circular, btw)

Lavadropbots (200 pts)



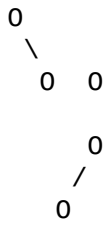
Only drop lava globs on you from above, and can crash into you. These don't move very fast...

Toxic Bubbles (300 pts)



Toxic Bubbles look a LOT like Pulsers (also round) except the bottom half is filled with some sort of purplish liquid, and they *shoot* little purple bubbles at you. Best strategy: look for the little bubbles that are shot at you, while the toxic bubble is still offscreen. Then fire into the direction of the monster until you hear the high-pitched "tweet" indicating you got it.

Binary Bubbles (200 pts)



These spin around and home in on you quickly. Best approach: listen for the "flip/flap, flip/flap" sound they make, and shoot in the direction you're moving. Stay still and keep shooting until it's quiet. They usually appear one at a time.

Hi-Voltage Shocks (0 pts)

These cannot be destroyed and must be avoided. Cross past it right after it zaps. Limit movement near these, you might end up toast, otherwise.

Be very careful not to zip past one and then bounce off a wall behind it, that's a sure death...

Level 2 Monsters

Crabs -- one will shoot you as soon as you enter Level 2. I've never been able to kill this guy, I just avoid it. It's just far enough inside the wall so that nobody can reach it...

Snappers -- Move diagonally and home in on you, diagonally. (300 pts)

Shoals --Look like schools of fish. Hard to see, but easy to kill. (200 pts)

This level also has binary bubbles and toxic bubbles, from Level 1.

I'll cover Levels 3 to 5 in the next CAIN Newsletter, along with more tips!

Jaguar Support Area
=-=-=-=-=-=-=-=-=-=-=

Len Stys

Jaguar News

Mortal Kombat III Expected for Jaguar

A press release was released prematurely stating that Motal Kombat III will be available for the Jaguar in 2nd quarter of 1996. An official announcement will be made soon.

Atari Expected to Announce New Lower Priced Jaguar

Atari Corporation is expected to announce a new lower price for the Jaguar with Cybermorph package. Those that purchase this package will be allowed to use the coupon for the free Jaguar controller and Tempest 2000 or Wolfenstein 3-D game. The suggested retail price is expected to be around $189.95. Atari is also expected to announce a new Jaguar core package that will have a suggested retail price of $159.95 or $149.95.

From Sam Tramiel...

"The recent price decrease for the Jaguar at ToysRUs and Babbages, and Electronic Boutique, has caused a lot of speculation amongst our loyal Jaguar fans. Please don't go over the edge in your speculation. We at Atari will be making a public announcement in the very near future, end Feb early March, about the future pricing plans for Jaguar. Our plans revolve around the fact that we have cost reduced the system and want to make the Jag a mass market product. The announced price will make the Jag very affordable and will insure its success in the marketplace. The Jaguar will be the most affordable of the new systems and with the many great titles out there and new software titles coming it is a must buy."

--Sam Tramiel

Ultra Vortex Being Enhanced

The long-awaited fighting game is almost complete. The game was said to be delayed so that it will take advantage of the Jaguar voice-modem and to take advantage of the Jaguar six button controller.

New Jaguar Controller

There will be a new Jaguar controller that looks very similar to the original Jaguar controller. The difference is that it will have six fire buttons instead of three. The additional three fire buttons will be called X,Y,Z and will be raised a bit for easy access. The additional fire buttons are essentially the 7,8,9 keypad buttons. Atari chose the second last line of keypad buttons to repeat since it was the hardest to reach. There will also be two shift buttons that will be accessible by a Jaguar player's index fingers. And finally, the overlay will be easier to change with a grove built-into the keypad part.

Cannon Fodder Internet Reviews

From: legrand@tesla.mbi.ucla.edu (Scott Le Grand)
Subject: Cannon Fodder Review
Date: Wed Feb 22 17:08:27 1995

Ok, you guys all wanted it, so here's a brief review...

Cannon Fodder is to the jaguar what Return Fire is to the 3DO. A 16 bit like miltary simulator which runs flawlessly. While Return Fire bears resemblance to Combat 2000, Cannon Fodder bears resemblance to Dino Dudes and Lemmings. You direct a platoon of 3-15 soldiers to complete a series of levels which require blowing up enemy buildings, killing the enemy soldiers,

rescuing hostages, capturing enemy leaders and all sorts of other objectives. At level 7 of 24, I've barely scratched the surface. The enemy in this game is stupid but brutal although their IQ seems to increase as the missions progress...

Your soldiers can pack machine guns, grenades, bazookas, and heat seeking missiles as well as pilot jeeps, skidoos, tanks, helicopters, and gun turrets. I have only reached the skidoos myself...

The only quibble people have is that the graphics of the soldiers are small and they're right. You get used to it though... There are lots of in-jokes as well such as the number on the Hangar in level 6... I won't give any of this away...

The gameplay alone makes this game worth the money. We fight over the cartridge here at 4Play West... Have no fear though, Battle Sphere progresses :-)...

On the old Scottometer(tm), I give Cannon Fodder

Graphics:	8	Too small, but very diverse
Gameplay:	10	As addictive as Tempest 2000
Sound:	9	Excellent intro music, great screams and kabooms
Overall:	9	A classic and excellent addition to the jag library

If you like Lemmings, Populous, SimCity, or any other games of this genre, you'll love Cannon Fodder. If you're a strict polygon texture-mapping VR, kind of person, skip this title...

Onward to Syndicate, Ultra Vortex, and Theme Park!!!

Personally, I think Wolf-3D, AvP, Doom, Iron Soldier, Cannon Fodder, and in networked mode, Air Cars, could do an excellent job hooking the Avalon Hill crowd on the jaguar forever after...

Scott

From: gt6221a@prism.gatech.edu (Barry Donald McKeon)
Subject: Here's a Cannon Fodder review for y'all
Date: Wed Feb 22 23:00:23 1995

Well, I tried to stop myself from buying Cannon Fodder, but my credit card wouldn't let me. :)

I've never played this game before, so I didn't know what to expect (except for the few seconds shown on the Atari promo tape.) But since everybody seemed to be talking about it, and I was extremely anxious to

buy a new Jag game, I got it.

And I'm REALLY glad I did! :) This game is a LOT of fun. I won't explain the game play, because others have done so in other posts. This mini-review is more to let you know how much FUN the game is.

While it's TRUE that the soldiers are kinda' small, it hasn't bothered me at ALL, because by making the guys "small" they were able to show a "larger" overall map area (which is important for plotting strategies.) And besides, this game isn't supposed to be MK II or anything. :)

The controls are a little awkward at first (since the joypad is taking the place of a mouse), but I'm getting used to it really fast, so it's no big deal.

When I first started playing I was a little dismayed at how EASY it was and I thought to myself, "Oh great! Yet ANOTHER game I'll finish in a night."

Boy, was *I* wrong. :) Starting with level 4/5 this game REALLY starts to get interesting. Guys start firing rockets and grenades at you, and you run into all KINDS of ambushes. I can see that this game will take me QUITE a while to finish, which is GREAT!!! That's exactly what I wanted, a game that I can play while I'm waiting for Defender 2K to come out. :)

The most fun I have is shooting these little guys over, and over, and over....it's fun to see how high up I can make them fly through the air. :) :)

The price was a little steep ($65.00), but who cares, it's only money. :)

So here's my final rating ---------> FUN-FUN-FUN!!! :)

later, fellow Jaguarians :)

Barry McKeon

Subject: Cannon Fodder, some comments
From: nat@zumdick.rhein-main.de (Nat!)
Date: Sat Feb 25 23:02:30 1995

[Beware this is going to be a trashing review]

Haven't read much about this game in this newsgroup. Probably because everyone else has played it already on their ST/Amiga /PC whatever. Well I haven't and made the mistake of exchanging an obscene amount of cash for this cartridge. I should have gotten the computer version, which can't be worse and should be much cheaper.

Yup sure enough its Lemmings with machine guns! Which is a nice premise, but...

I doubt that the Amiga version is any less than this.
And the game needs a lot of fixing in my eyes.
Like for example the control, about 75% of your deaths will be suicide, because you pressed the wrong button combination (B+C).
It would have been much more 'sensible' to put the weapons swap option on the keypad (or OPTION) and weapon #2 activation on A.

The figures are unbelievably small (ca. 8x12 pixels) and some-

times you're supposed to make out, what a civilian (don't shoot him) and what an enemy is. I have a rather big TV-set, but I get up 'real close' for that. Both teams wear camouflage (dark-blue/darkgreen) and if you let your eyes drift for a second you might not be able to figure out who's who.

The graphics are probably the worst of all Jaguar games out so far. The animation is almost non-existent and I'd be surprised if they used more than 32 colors in the game (not the stills). I wouldn't have expected to see a game in 1995 where the programmers were too lazy to have an animated ocean or forest. Just some cylic animation, maybe 3 or 4 frames would have been nice. As it is this game could be rather faithfully reproduced on an Atari 400 (less a few colors) (hey, the 400 could do redefined charset animation..).

There's no background music, just a few noise effects, like shooting or screaming and - oh yes- ocean noise occasionally. there's no two-player option. ARGH!

The documentation is bugridden:
There are supposedly five different enemies (sez the docs) namely "Grunts" "Snipers" "Artillery" "Engineers" (scary, har) and "Air Force".

Its' fairly easy to distinguish "Grunts" and "Air Force", from "Engineers", because the engineers shadow falls to the left!
There's nothing to separate "Grunts" from "Air Force" at least from the manual, so why bother!
The pictures detailing the different terrains of "Moorlands" and "The Underground Base" look also remarkably alike.
In "What you can expect to see in play" the lower part of the screen is missing, the "map icon" isn't really there. And I am not sure whether anyone will be able to see the "bird". What happened to the french and german translation anyway ?

[BTW: Isn't it "Kill all enemies" instead of "Kill all enemy" ?]

Worst of all the game gets tiresomely repetitive. After you have learned, where the bazooka guys are standing, it's just a matter of choreographing your steps to victory. Which seems to be the strategy for all the levels I have encountered.

Other problems:
What are the ranks for ? The docs don't explain it, although the game does seem to play a lot of importance on the concept.
Is it really necessary to have 2x2 pixel holes where the soldiers can fall thru (Grand Canyon Phase #1) ?
Why is it that if the skidoo with one soldier in it gets shot, which is not really important, terminates the phase in level 7.3 (or so).
Is it really such a good feature that you can be shot from 'off-screen' by an enemy you haven't even seen before ?
Why is there a noticeable load time for each level. The little data needed should fit uncompressed on the cartridge (with direct access?)

At the moment i am stuck at mission 8 phase 2 (anyone know how to blow any of the buildings, please EMAIL me ?), and I can't say that I am really enjoying the game as much as my other Jag games.

So far I have bought Tempest 2000, Iron Soldier and Doom, which

are all worth their (large) money sum, but with the purchase of Cannonfodder I feel a little cheated. On the other hand I am pretty sure, that this is a very faithful rendition of the original game and non worse than any other version. So if you have to have Cannonfodder (like I did), then you might be happy with it. (I'd wait now till the price gets halved)

Nat!

Messages of Interest

From: msh@mserv1.dl.ac.uk (M.S. Smith)
Newsgroups: rec.games.video.atari
Subject: CD Pack-in!
Date: Mon Feb 6 07:23:24 1995

Saw that Battlemorph was meant to be the CD pack-in today in a March issue of a console magazine (forgot the name I'll post it tommorow). Also included was a picture of the Jaguar with a built in CD drive. It has a larger footprint from the looks in the picture and has a large black reactangle where the CD is on top. I'll have another look and post more detail tommorow. Just thought you'd all want to know this.

++

+
+ Mark Stephen Smith : msh@dl.ac.uk
+
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html
+
+
+
+==

+

From: brentsg@umr.edu (Brent Green)
Newsgroups: rec.games.video.atari
Subject: Venture - Jaguar gone, but Lynx there
Date: Mon Feb 13 00:50:41 1995

I dropped by the local Venture today, and was ticked to find out that they discontinued their Jaguar support. When I inquired, the sales rep gave me the old "you don't want one of those ..." speech. He said that they stopped carrying the stuff because it "doesn't sell". Gee, I wonder why? Could it be because you talk every customer out of buying one, or because you never got any games newer than Wolf 3d in? Pretty rediculous.

They did have 4 Lynx systems in stock. He said they have sold pretty well.

Brent

From: mbmccabe@bronze.coil.com (Matt McCabe)
Newsgroups: rec.games.video.atari

Subject: ToyRus in Columbus, OH...
Date: Mon Feb 20 21:05:47 1995

Toys 'R' Us in Columbus, Ohio has begun carrying Jaguar!

They have only the system for sale, no soft's yet, and the price is still listed at $249.

I'm sure this will trickle down to the $189 soon.....

(See my next message (EB/Walden) for more price info....)

From: <MAHZLM@rohvm1.rohmhaas.com>
Newsgroups: rec.games.video.atari
Subject: Jaguar $149.99 @ EB on 3/1/95
Date: Mon Feb 20 14:37:50 1995

This Saturday I went to the local E.B. to pick up the $189 Jaguar. The sales person notified me that the price would be reduced to $149.99 starting 3/1/95. He even showed me the Memo from their home office stating that Atari's revised Jaguar WITHOUT a pack-in and with one-controller will arrive 3/1 and retail for $149.99. Please... Please somebody confirm this.

P.S. The memo arrived at the Knoxville, TN locations 2/18/95.

Article #38662 (39455 is last):
From: msh@mserv1.dl.ac.uk (M.S. Smith)
Newsgroups: rec.games.video.atari
Subject: EA and the Jaguar!
Reply-To: msh@mserv1.dl.ac.uk
Date: Wed Feb 22 09:37:07 1995

I looked at the latest Gamesmaster magazine yesterday and and would like to know if anyone can confirm the news on the Jaguar.

First off they have said the Jaguar is to get Mortal Kombat II (another magazine
said the opposite).

Secondly they said that Electronic Arts were to finally make games for the Jaguar CD and to expect several hits from the 3D0. Games listed as forthcoming

included:

John Madden's Football
FIFA Soccer
Wing Commander III
Need for Speed

If anyone can shed any light on this, or confirm these details I'm sure this would make great news for Jaguar CD owners. Here's hoping it's correct.

From: lais@cs.man.ac.uk (S94)
Newsgroups: rec.games.video.atari
Subject: S.T.U.N. RUNNER & KLAX
Date: Mon Feb 27 10:57:37 1995

I would *love* to see S.T.U.N. RUNNER on the Jag. I reckon it could easily ape the arcade version 100%, although I feel that

it’s fine as it is. I don’t want texture mapping or billions more polygons, because that gave the original a distinctive stylized ’feel’ if you know what I mean. It suited the hard and futuristic atmosphere. This was a fave of mine in the arcades, but I guess you have to sit astride the thing for real and play it with the steering column for that REAL feeling of SPEED !!!!

KLAX on the Lynx has given me many a sleepless night and is yet another classic Atari game I’d like to see a direct translation of (maybe more music and background graphics, but same gameplay).

Heck, Atari Games have tons of classics up their sleeves, why don’t Atari Corp. get them converted ? Don’t they have some kind of mutual agreement that Atari Corp. gets first stab at all conversions ?

They ought to be doing this rather than waiting for other reluctant developers (I’m talking Virgin, Microprose et al) to serve us their same old PC and Amiga stuff. I’m sick of it.

Remember the old 8-bit NES and Sega Master System ? People bought those because they had games unique to them (Sega in particular with conversions of their coin-ops). They nosedived as soon as the big companies got in and made games available across all formats. Look at the Megadrive and SNES now, there’s virtually no distinction between the two as far as software is concerned. No incentive to buy one system over the other.

Do you get my drift ? Nobody will want a Jaguar if it plays the same games as any other system !!!

Erm, gone off at a tangent here... anyone share my view on KLAX and S.T.U.N. RUNNER ??

S.Lai

From: Travis Guy <aeo_mag@delphi.com>
Newsgroups: rec.games.video.atari
Subject: Re: Will Troy Aikman have real player names?
Date: Wed Mar 1 11:25:10 1995

Rick W Brown <brow0130@tc.umn.edu> writes:

>I think producers of games like the above are ---way--- out of touch with
>the average gamer. Don’t they realize that the actual players are what
>make the game so gosh darn exciting? Don’t tell me, they also failed to
>include statistical tracking. I’m not as eager to buy the game now, since
>I have four football games on my *16-bit* consoles which DO have NFLPA
>licenses and statistical tracking. Oh, and Telegames is the company which
>made the Jag’s Troy Aikman football? Too bad, as Telegames, though the
>company’s support is greatly appreciated, isn’t exactly blazing new trails
>on the Jaguar, if you know what I mean.

TAF on the Jaguar will allow you to keep player ratings for one team for an entire season. Player ratings? Each position on a team is rated for the pay you give them, and ratings can vary from 1-to-4 stars. That’s it.

I still wish that WIlliams had decided to go with the PC/Mac programming house to do the Jaguar version... which would have been easy, as they have a Jaguar development system theirselves. :/

>Also, I wonder if those producing Hardball III for the Jaguar will be
>sensible enough to add an MLBPA license, as well as statistical tracking
>(I WANT TO SWIM IN A SEA OF STATS!). If not, I won't be as interested in
>buying that one either, since the tracking and role playing are key
>ingredients in these sorts of games, for me.

I will be spending a little bit of time this week in an attempt to track down some information on this game, and a few more sports games. Wish me luck on this!

>Sorry to so negative but why pretend I'm not disappointed? Clearly the
>Jaguar has yet to be an attractive system for sport video games.

I'd say that TANFLF is an "average" football game. A disappointment for what it could have been on the Jag.

(When you read that, PLEASE know that it would take an almost =perfect= football video game to make me a happy gamer. I will find a flaw in any video football game.)

--

Travis Guy - Editor - Atari Explorer Online Magazine
Please EMail me at: aeo.mag@genie.geis.com
Subscriptions: AEO-by-EMail-request@maximized.com
FTP latest AEOs from rahul.net :pub/wilsont/AEO
On WWW: http://www.dl.ac.uk/MISC/ATARI/atari.html
"The Premier Online Resource, Recommended By Atari"

"... but it's not really black hole season either."
--Fox Mulder
X-Files

Jaguar Commentary

I just thought of something. Maybe the reason why the Jaguar has lack of games is because all of the game companies are working to make the games sophisticated in graphics and sound. The bigger the storage, the better the game. But this might not be true. Tempest 2000 is a fantastic game and it did not take long to complete nor did it use much storage. Maybe Atari needs to make a few small fantastic titles for the Jaguar? One of the messages included in the "Messages of Interest" section is about how Atari should make S.T.U.N. Runner and Klax for the Jaguar. I say, why not? Klax would be a great game for the Jaguar and it would not take nearly as long as Jaguar games are taking now.

Atari is in a very difficult situation right now. Atari is lowering the price of the Jaguar. There are people that think this is a bad idea because they think Atari won't make money off of hardware. The problem with these people is that they do not understand the video game industry. Atari is not a personal computer maker anymore. When Atari was a personal computer maker, it had to make money off of the hardware sold--not software. But Atari is now in the video game industry. And critics of the Jaguar price decrease should realize this. Video game manufacturers make money off of the software (games) sold, not hardware. I am glad Atari's management realized what needed to be done.

Let's do the math (yeah, yeah). Toys "R" Us, Electronics Boutique, Babbages, and other retailers are reported to be selling the Jaguar with Cybermorph bundle for $189.95. This is not only a great price, but for people buying the bundle at $189.95, they also get a coupon for a free controller and their choice of Tempest 2000 or Wolfenstein 3-D. Let's see the deal Atari is giving: $249.95 - $189.95 = $60.00 savings! Now if you

subtract the cost a Jaguar controller ($15) and the price of Tempest 2000 or Wolfenstein 3-D ($50) then there is a total savings of $125.00! And deduct the additional cartridge and free game, consumers are actually only paying $124.95 for the Jaguar with Cybermorph package.

The price reduction of the Jaguar will make the system compete directly with that of the Sega Genesis and Super Nintendo. The new pricing will make the Jaguar a mass market next generation gaming system.

If the games are there, if the marketing is good, then the only problem that Atari will have is manufacturing enough to meet demand. What a problem, aye? Yes, it is a problem. It is a problem because with the price that the Jaguar is at now, there will need to be over 1 million Jaguars manufactured and sold this year. And Atari is going to have to find the capital to do it.

The Jaguar is a gold mine. The only problem is getting enough mining equipment to get this gold.

Atari WWW Support Area
-=-=-=-=-=-=-=-=-=-=-=-=
Mark S. Smith

TOAD COMPUTERS ANNOUNCES INTERNET SUPPORT SERVICES 01/31/95

Toad Computers is proud to announce online support on the Internet, including a World Wide Web (WWW) homepage, an ftp site, and e-mail for sales and technical support.

The World Wide Web homepage allows customers to get product information (like Jaguar game screenshots and availability dates), request a catalog, learn more about Toad Computers, and view Atari-related graphics and animations. Right now, the Toad Homepage even allows online ordering of some products, like clearance games.

In addition to resources specific to Toad Computers, the Toad Homepage offers pointers (or hypertext ’hotlinks’ as they are called), to other Atari-related resources on the Internet including software archives, newsgroups, and other Atari-oriented WWW homepages.

"We believe that the Internet is an important new medium," says Dave Troy of Toad Computers, "and if it helps us to provide better service to our customers, we want to be a part of it." While there is no graphical ’Mosaic’-type WWW browser for the Atari, Toad Computers is very interested in seeing one developed. According to Dave Troy, "Hypertext Markup Language (HTML), the raw text underlying the Web, is extremely straightforward. The tricky part of getting Web access on the Atari is the TCP/IP connection that PC’s can get using a program like Trumpet Winsock. Once a PPP (point-to-point protocol) connection can be made reliable, a web browser should be fairly easy to implement." Right now, there are a few packages (such as KA9Q/NOS/STNET/MintNet) which deliver PPP access on the Atari, and ZFC (the makers of Edith Professional) have been talking about writing a graphical browser. It is likely that before the end of the year, software should be available to allow Atari PPP and WWW access through a variety of local Internet access providers.

For now, to access the WWW homepage, Atari users will have to use Internetworked PC's or Mac's equipped with a 'Mosaic'-type browser. In addition, America Online (also accessible through Mac's and PC's), will be offering graphical WWW access this winter. "It shouldn't be too hard for someone to find a Mac or PC running Mosaic. Many Atari users use these systems at work, and they can also be found on just about any school campus -- from university to community college, everyone is running Mosaic!," says Troy.

An ftp site is also available for Atari users to download files that pertain to Toad Computers, such as our SYSINFO system & modem tester, STraight FAX! support notes, and ordering information. Right now, CompuServe, America Online, and GEnie all offer limited FTP access, so users of these services should have no problem accessing this site. And of course, any machine on the Internet can be used to access this site using a conventional ftp client. The KA9Q PPP package for the Atari includes a built-in ftp client.

Toad Computers has always been available through e-mail, but Internet e-mail allows greater flexibility and faster response times. "With our e-mail on GEnie, it has always been a project to read it and respond quickly," says Troy, "and that has been particularly true with the huge volume of mail we received after mailing our most recent catalog."

If you have sent e-mail to the 'toad@genie.geis.com' address, please be patient; it will be answered. However, for an immediate response, please direct all e-mail to our new address, 'toad@charm.net'.

Toad Computers does not plan to stop visiting the Atari ST/Jaguar Roundtable on GEnie. "GEnie has always been a core part of our online support, and we appreciate the relationship we have developed with customers and developers there. We will continue to post specials and news files on GEnie, and we will also continue to be involved in the Bulletin Board areas," says Troy. And of course, any e-mail received at 'toad@genie.geis.com' will be answered. However, customers are once again reminded that response will be faster if e-mail is sent to 'toad@charm.net'.

Toad Computers Internet addresses are as follows:

WWW Page:	http://www.charm.net/~toad/
Anonymous FTP Site:	ftp://ftp.charm.net/pub/home/toad/ (ftp to ftp.charm.net, go to pub/home/toad directory)
E-Mail:	toad@charm.net
E-mail from GEnie:	toad@charm.net@INET# (@INET# instructs GEnie to use their Internet e-mail gateway)

For more information, Toad Computers may be reached by mail, telephone, or FAX as well.

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Toad Computers is North America's leading supplier of products for the Atari ST, TT, and Falcon computers and also supports the Atari Jaguar, Lynx, Portfolio, and XL/XE computers.

========== (C) TC, Inc. 1995 ========

Atari on the Web Editorial (1) 23/2/1995
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Welcome to the first editorial of Atari on the Web. In this I intend to look at what is going on in the Atari World taking a special interest in the Web and

Internet with regard to all Atari platforms.

I will look at whats new, look at the latest news and Atari related Web sites, and discuss Atari's presence on the Web.

Whats new this month!
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Well there have been a few new sites which have took the limelight since the start of the year, which Atari users may be interested in. Here I'll take a look at a few of them and describe what you can expect to find.

- http://www.hyperimage.com/

A new company has recently took the computing World by storm at the recent WCES

show. They appeared at the show with a demo of "Hover Hunter" their latest product for the Jaguar and made quite an impression for themselves. I, of course, am refering to the new Web page by "Hyper Image Productions".

This page gives you an insight into this company and along with a description of their history and their staff. The pages are clearly laid out and simple to

follow. There are some inlined graphics but on the whole speed is fairly fast.

Up to date news is included on the company and the progress of it's games. Currently their only product in development is "Hover Hunter" for the Jaguar. There is a page dedicated to this game which outlines the story, what exactly "Hover Hunter"is, a list of it's features, and a series of small inlined pictures from the game which you can download larger version of.

The game basically puts you in a hovercraft of your choice, with your job to speed across the Displacement Texture mapped environment, over hills and through valleys using a variety of weapons to destroy everything. Reports claim that it will not be ready until the Summer of '95.

Visit the site and take a look at the screenshots and features for yourself.

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- http://hyrax.med.uth.tmc.edu/misc/zoo/zoo.htm

Jeff Minter enters the Web with his new page "Yak's Zoo". Expect the unexpected and enjoy his unusual and amusing perspective on life and the furry animals of the World. Of course this page does have some ties to Atari Corp with a section devoted to his Jaguar developments. Last but not least, the "Zoo" includes a page on the history of "LlamaSoft".

The Jaguar developments page contains the latest news on the progress of Defender 2000 (D2K) for the Jaguar. Each update is listed by date with the latest news appearing at the top of the page making it easy to see what he's currently up to. It certainly is an interesting read and fairly amusing in a surreal way. Latest news looks like D2K may be a CD only game for the Jaguar.

Other things to look out for are Jeff's pieces on Tempest 2000 and the Virtual Light Machine for Atari fans. Non-Atari stuff covers Jeff's favourite games at the moment, what CD's he likes to listen to through the Jaguar CD and VLM, and a collection of links to external sites, mainly to do with furry animals (the link is called "Furry Places to Be: Fluffy Web locations which smell of goat", I think that says everything).

There's really only one way to experience these pages and that's to give them a try, I think you might enjoy them. Although graphics are kept to a minimum, the access time is good and the content is very informative. What are you waiting for?

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- http://www.dcs.hull.ac.uk/~cs6grk/dss.html

"Desert Star Software Home Page". This new page is dedicated to the new company "Desert Star" whom are currently developing a new game for the Atari ST

and Amiga called "HollyWood Hustler".

The page contains links to screen shots and retail information. This page contains fairly large inlined images (access speed was good though) along with comments on the game from different sources and descriptions of what is going on in the game at the different points in the pictures.

You can also choose to view the same page of comments without the inlined graphics, but with links provided to the pictures if you wish to view them. Supposedly this page won't work on Mosaic properly and the recommend Netscape to view it.

The last link is a preview of "HollyWood Hustler by "ST Format". There isn't a great deal to look at and read in these pages. The graphics are fairly attractive and the game looks like it could be fun, but the Web pages serve little purpose other than to provide an advert for the game. If you think you might be interested in this game then have a look, otherwise there isn't much here to view.

What's going on on the Web
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Well, it is fair to say that a fairly large number of pages now exist that are
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connected with the Atari range. These tend to range from small personal (home)

pages, to some large pages dedicated to particular platforms (or all platforms if you include my pages). There are a few dedicated Jaguar and Lynx pages, a few dedicated 8 Bit Atari and Classics pages, and a whole host related to certain programs, and Atari computers in general. There are some good programming pages out there now which contain essential reference material for budding programmers.

On the whole, the scene has grown massively since I started back at the end of September with my pages. Back then there were only a handful of pages in existence and I set out to provide a service and put Atari on the map were the Web was concerned. From the feedback I've had about my pages I would say to a degree I have done just that, and many people have expressed their gratitude. I'm currently compiling the most extensive list of Atari related Web sites I know of and you can look forward to seeing that next month along with my comments. If you are on the Web check out my Web pages in the next few days as I add in all the new links I've collected. Looking at all the sites I've compiled so far it's good to see the number of links to my pages, proving their

popularity and worth.

As I compile the list I'm finding new sites almost daily, and I'm sure I've missed some. On the whole, Atari coverage is now very good. The dedicated pages tend to be very thorough and contain a lot of recent and valuable information, personal Atari pages vary in their usefullness. For a run down of

what's hot, and what's not join me again next month. Until then take care and keep surfin'.

++

+
+ Mark Stephen Smith : msh@dl.ac.uk
+
+ Atari Web Pages   : http://www.dl.ac.uk/MISC/ATARI/atari.html
+

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<< Computer Shows >>

Updated: 01/28/95

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to xx004@po.cwru.edu. Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarentee its accuracy. Corrections and cancellations are therefore requested.

Shows at a Glance

Name	Location	Date

1. Atari Canadian Exhibition '95	Toronto, ONT Canada	04/01/95
2. MIST Atari Fest VII	Indianapolis, IND	07/29/95

For more information on these shows, please consult the Atari SIG on the Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu) Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print any reports, summaries, or reviews of these and other recent shows. Please send any of these articles to 'aa338@po.cwru.edu'
Thank-you...

Vote Issues and Results

<< Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can create their own opinion polls. The voting booth is accessible from the main

menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11' from this main menu to enter the voting booth.

General Information of Need

How to Contribute to CAIN

For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can use articles, tutorials, and reviews on Atari products. The format is simple

--ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

Article Requests

Below are some suggestions of articles we would like to see in future issues of CAIN. For a complete list of newsletter needs, please consult the discussion board under the CAIN Online Newsroom (option 13 from the Atari SIG's main menu).

Newsletter Needs

Communications: Any articles that fits into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications."

File Archives: Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this

article with the subject "ftp archives."

Tutorials: CAIN is actively seeking any project, "how-to," and tutorial articles for future issues of CAIN. These articles can be for any type of Atari product. Please address this article with the subject "Tutorial Submission."

Atari Shows: Not only can we use information on upcoming Atari Shows, but we also can use reviews and summaries of recent Atari shows. Please address this article with the subject "Atari Show Information."

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THOUGHT OF THE MONTH: The future of video gaming is...Atari.

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